

# N I N T E N D O<sup>®</sup>

## POWER FLASH<sup>™</sup>

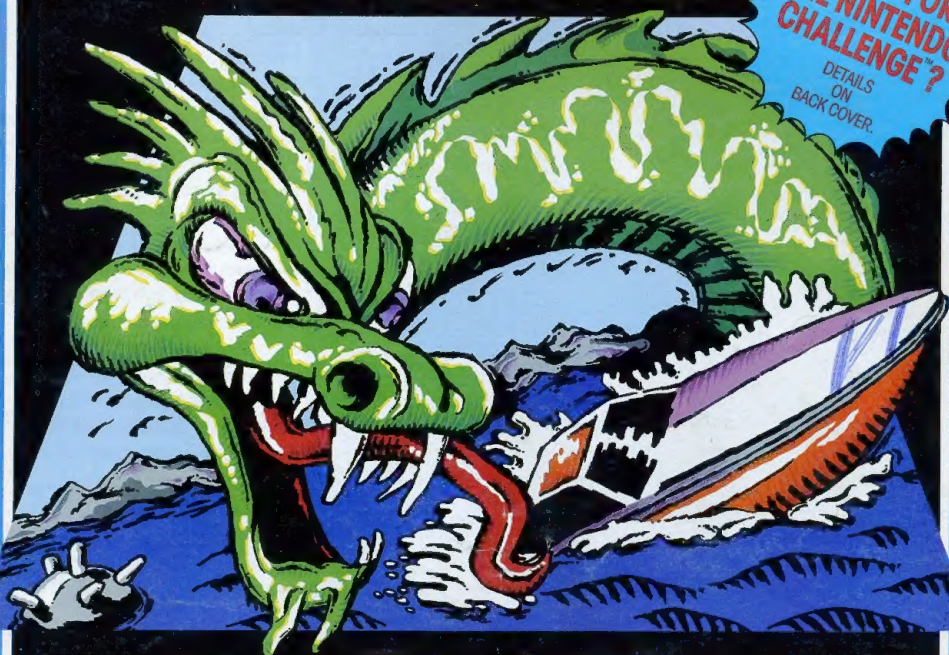
Spring 1989

\$2

### COBRA

ARE YOU  
READY FOR  
THE NINTENDO  
CHALLENGE?

DETAILS  
ON  
BACK COVER.

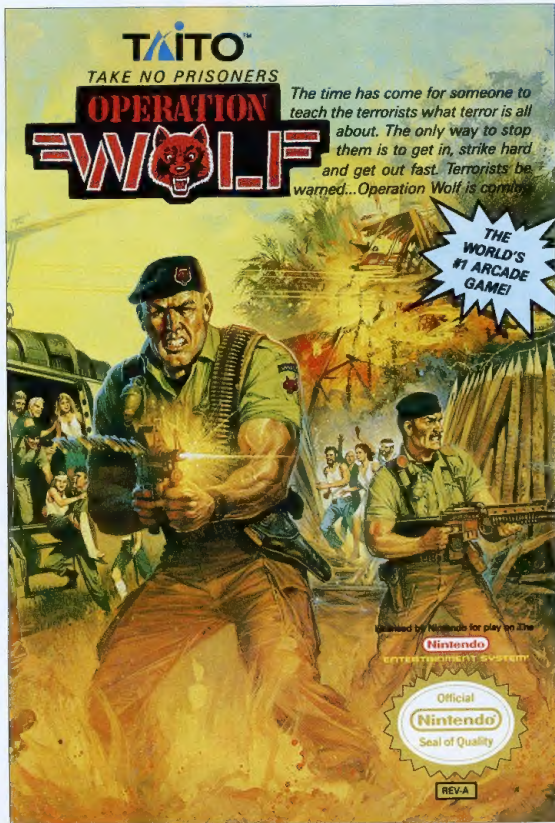


### TRIANGLE<sup>™</sup>

Inside: ● Power Pad<sup>™</sup> Power Play ● Super Mario Bros. 2<sup>™</sup> Metroid<sup>™</sup> Rampage<sup>™</sup> (at last) game tips ● Zelda II — The Adventure of Link<sup>®</sup> Map ● Plus Ice Hockey champions, Nintendo Motorsports, and much, much more.

# TAKE NO PRISONERS.

OPERATION WOLF® FOR YOUR NINTENDO ENTERTAINMENT SYSTEM®



Now you can thrill to the world's best arcade game right on your Nintendo Entertainment System®. Operation Wolf® takes you on a prisoner rescue mission you'll never forget. Mind-blowing arcade quality graphics put you behind enemy lines where you must destroy the terrorists and save helpless prisoners. One play and you'll know why it's the world's number 1 arcade game. Operation Wolf® uses Nintendo Zapper® or standard controller.

For more arcade quality fun at home, grab Taito's other action packed hits for the Nintendo Entertainment System®: Renegade™, the fast paced street-style Karate brawl. Bubble Bobble™, the totally addictive dinosaur delight. And coming soon, Sky Shark®, the arcade's meanest, most explosive high-flying World War II air battle.

**TAITO**  
THE ONLY GAME IN TOWN.™

\* Nintendo has evaluated the quality of these products. Licensed by Nintendo® for play on the Nintendo Entertainment System™. Nintendo® Nintendo Zapper™ and Nintendo Entertainment System™ are trademarks of Nintendo of America Inc. Taito®, Operation Wolf®, Renegade™, Sky Shark®, Bubble Bobble™ are trademarks of Taito America Corporation. Copyright © 1989 Taito America Corporation. All rights reserved. Ad by: Quality & Company, Inc. (Chicago).

Distributed by **BEAMSCOPE**®



# From the top

## The name of the game is teamwork.

Ever notice how a game is even better when you're playing with a friend? That's because playing together you can find tricks that you both would have missed playing alone.

That's called teamwork, and no matter what you're doing, it always seems better when you're part of a team. Kind of like being in the **Power Club**.™ We give you news and tips, and you give us your opinions (and tips).

The question is, what can we do to make this Power Club team thing even better for all of us? Well, if you turn to the back cover of this issue, you'll see something the whiz kids at Power Club Central have come up with – the hottest road show of this or any summer – **The Nintendo Challenge**.™

**The Nintendo Challenge** is 20 tons of steel and electronic games power hurtling your way on cosmic wheels. Step inside, and you'll have a chance to show your stuff on one of the most popular Nintendo games ever, **Super Mario Bros.**™ Better yet, with over 10,000 dollars in prizes up for grabs, it could be your chance to win:

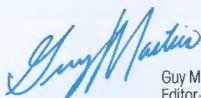
- **Daily Prizes.** To the high-scoring player of the day, we'll be giving a choice of a Nintendo game pak or an NES Advantage. Either one makes a great reward for having a great time playing Super Mario Bros.
- **Championship Prize.** We'll be sending the top players from across the country to a specially-selected site where they'll compete for a really

cool Prize Pak. What's in the Prize Pak is a secret, but I can tell you that it will include a great new game controller you've never seen before that's going to blow your mind.

Check out the back cover of this issue of the Power Flash for more info, and get set to PLAY WITH POWER!

In the meantime, we've got a great issue lined up for you: Canada's first in-depth look at the new Nintendo Power Pad; a complete overworld map of Hyrule from **Zelda II – The Adventure of Link**; an advance look at the meanest "cobra" yet, **Cobra Triangle**; and much, much more.

Remember, if you want the Power Club to keep getting better, the name of the game is teamwork. So watch out for **The Nintendo Challenge**, and be part of the team!



Guy Martin  
Editor-in-chief

P.S. Thanks from all the gang here at Power Club Central for all the great Valentine's cards. You're the best!



## CONTENTS

Editor-in-chief: Guy Martin

Associate editor: Brian Zimmermann

From the top 3

**Power Play**™

**Power Pad**™ **Power Play**

**World Class Track Meet**™; **Super**

**Team Games**™; **Dance Aerobics**™ 4/5

**Anticipation**™<sup>2</sup> 6

**Rampage**™<sup>1</sup> 6

**Focus on NES Advantage**® 6

**Pro's Corner**

**Super Mario Bros. 2**™ 8

**Metroid**™ 8

**Zelda II – The Adventure of Link**®:

**Complete map of Hyrule** 8/9

**Retro Video: Excitebike**®

**Kung Fu**™ 9

**Sneak Peeks**

**Sesame Street**™<sup>4</sup> 1,2,3/A,B,C 10

**Cobra Triangle**™<sup>2</sup> 10

**Member's Forum**

**Reader tips** 12

**Ice Hockey champions** 12

**Nintendo Motorsports Contest** 12

**Mail Bag** 14

**The Last Word** 14

**The Nintendo Challenge**™ 16



Top 10 games in the Nintendo universe, put your list in a letter or on a postcard, and mail it to:

Top 10 Games, Nintendo Power Club,  
P.O. Box 902, Station U,  
Toronto, Ontario M8Z 5R5.

Surprise, surprise (well, actually, no surprise at all). It didn't take long for Super Mario Bros. 2 to race to the top of the charts. It's number one with a bullet (what-ever that means). Bringing up second place, it's no surprise, is **Zelda II – The Adventure of Link**, with long-time champion **The Legend of Zelda**® holding at third.

To register your votes for the

TITLE	POINTS
1. Super Mario Bros. 2™	2490
2. Zelda II – The Adventure of Link®	1913
3. The Legend of Zelda®	1671
4. Super Mario Bros.®	1353
5. Mike Tyson's Punch-Out!!®	1304
6. Double Dragon™	1146
7. Contra™	983
8. Ice Hockey	904
9. Blades of Steel™	894
10. Rad Racer®	442

Based on votes received as of April 15, 1989.

Points system: A 1st choice vote counts for 5 points; 2nd choice scores 4 points; 3rd choice means 3 points; 4th is good for 2 points; and 5th choice is worth 1 point.



© 1989 Mattel Canada Inc. © 1989 Nintendo of America Inc. \*designates trademark of Mattel Canada Inc.

® & ™ designates trademarks of Nintendo of America Inc. Mattel Canada authorized user.

™Kung Fu: © Irem Corp 1984. ™Rampage: TM. Cobra Command TM are trademarks of Data East USA, Inc.

™Cobra Triangle, TM, Anticipation™ are trademarks. copyright 1988 Irem Ltd.

The Nintendo Power Flash is published by Mattel Canada Inc. All materials submitted, solicited or unsolicited, become the property of Mattel Canada Inc. Mail all correspondence to: Nintendo Power Flash, P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5. \*Sesame Street 123 and Sesame Street ABC: © 1989 Children's Television Workshop. All rights reserved. SESAME STREET MUPPET Characters: © 1986 Muppets, Inc. All rights reserved. SESAME STREET and Street Sign are trademarks of Children's Television Workshop.

# POWER PAD™



We all know that video gaming is physical stuff. After all, when you're into your game, you feel every move.

Well here's something that'll really keep you on your toes – the brand new Nintendo Power Pad, a new dimension in video game play.

Plug the Power Pad into your NES, put it on the floor in front of your TV and the whole room becomes an electronic playground. You can run, jump, hop and dance while watching your movements come to life on the screen in front of you.

It can even help your other game skills. Now when you "hit the wall" in Metroid or The Legend of Zelda, you can save your game and spend 15 minutes on the Power Pad.

You'll find it gives you new energy for fighting the Mother Brain.

So limber up, limbo down, and get ready for the most fun on the run you've ever had – the Nintendo Power Pad.

## ON YOUR MARK... GET SET

As you look at the track stretching 100 metres in front of you, you know this is going to be the race of a lifetime.

Your opponent looks fit and ready. But the key to winning the **100-Metre Dash** isn't just how fast you run...it's keeping your concentration 'til the moment you cross the finish line.

Welcome to **World Class Track Meet™**. Like any good video game, this one involves all kinds of mental gymnastics.

The difference is that it's a physical challenge too.

So when you're going for the **Long Jump** record, it's not just how you



Go all out for the 100-Metre Dash

take off, but how you land that matters too.

Same thing with the **110 Metre Hurdles**. The trick is in the timing. You have to jump and land at just the right

moment. And wait till you come up against the **Triple Jump** – it'll take all your speed and stamina to do it, but you'll be up there with the best.

Once you've mastered the individual events, you're ready for tournament play. This is where you face opponents over a series of events, win medals, cups and trophies and earn the right to be called World Champion.

The great thing about World Class Track Meet is that every race can be the race of a lifetime. All it takes is guts and stamina. Have you got what it takes? Sure you do.



Get your timing right for the Hurdles



Land on your feet in the Long Jump



Turtle

Bear

Horse

Rabbit

Bobcat

Cheetah



# POWER PLAY

The summer camp that goes year round.



How can you swim, skateboard, log hop and play tug of war without ever leaving the comfort of your own home? Easy, by playing Nintendo's **Super Team Games™** on the Power Pad.

Super Team Games is 10 events like the kind you find at summer camp — fun stuff like **Belly Bump Ball**, **Crab Walk**, **Wall Jump**, **Bubble Run** and **Skateboard Race**.



Log Hop



Belly Bump Ball



Skateboard Race



Crab Walk



Wall Jump



Bubble Run

have to worry about getting muddy or wet, even when you're running crazy races like the **Water Jump** and the **6-Legged Race**.



Get wet even while you stay dry

Want to take a break from running and jumping? Fine, how about a little skateboarding? Super Team Games lets you slalom and jump just like real life. But watch out — there are all kinds of obstacles to clear if you want to make it to the end.



Slalom and jump in the Skateboard Race

For parties and family get-togethers, Super Team Games is a great way to get the whole crowd involved with

Nintendo. All it takes is your NES, the Power Pad and the Super Team Games game pak. Then make like you're out in the woods, and go wild!

Super Team Games is 10 events like the kind you find at summer camp — fun stuff like **Belly Bump Ball**, **Crab Walk**, **Wall Jump**, **Bubble Run** and **Skateboard Race**. You can even set up a relay race where you and your friends play the computer for all the marbles. Imagine playing outdoor-type games, no matter what the weather. You'll never

## Dance your way to fun and fitness.



If you've ever seen those "workout" shows on TV, but thought the routines were too hard to follow, here's one you can set to your own pace... **Dance Aerobics** from Nintendo.

First, you choose the level of exercise you want to start at. With Dance Aerobics you can choose from Introductory, Beginner's, Intermediate and Advanced classes. With each level you complete you get a "pass stamp number" that lets you move on to the next stage.

Dance Aerobics is easy and fun. You just watch the dance instructor on your TV screen do the foot and hand moves shown and follow along until you're crowned the Aerobics Champ.

But that's not all. Nintendo's **Dance Aerobics** doesn't just give you music and steps to work out to... it lets you play different kinds of "pad antics"

For instance, **Tune Up** lets you make music using the Power Pad. The screen shows you the Power Pad, and where the notes are. When you step on a note, it shows up on the music score, and you hear it played. It's a neat new way to exercise while playing your favourite tune.

With **Mat Melodies**, the computer gives you a tune to follow along with. You just move your feet and "play along."

**Ditto** is another fun way to use the Power Pad and the Dance Aerobics game pak. The computer shows you where to put your feet and hands. But it's not always easy to do what you're told. You could find yourself twisted into all kinds of weird and wonderful shapes.

### Remember...

All the Power Pad games have been designed for active fun. But whenever you do any exercise, always WARM UP FIRST and don't go too long.

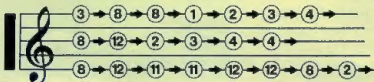
The Nintendo Power Pad adds a whole new meaning to the phrase "Video Game." Give it a try and discover just how good you can be when you're playing with Body Power!



Start by warming up



Follow the instructor's lead



Play a tune on the Power Pad — Oh Canada



# ANTICIPATION™

## Now you can play Nintendo and be a social animal at the same time.

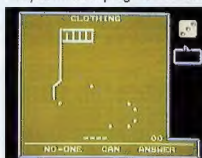
The name of the game is **Anticipation**, and while you can play against the computer, it's even more fun when you play with friends, your brothers and sisters, your parents, anyone (up to 3 of them at the same time). Why? Because the best part of Anticipation is "anticipating" the picture on the screen and beating your opponents to the answer.

### Strategy is important.

To play Anticipation, you watch the computer draw a picture and try to guess what it is. But you can answer all your questions right and still lose if you don't get all four category colours on each level. The trick is to figure out before you press the button how many squares you need to move to get the colours you need. Then watch the die and press the buzzer when it's at the right number. That way you'll move ahead the right number of squares.



Plan your moves so you get all four colours



Count the dashes for a clue to the answer



This is where it gets really tough

### Figure out the number of letters.

Count the number of dashes under the picture. That'll show you how many letters are in the answer and help you narrow it down when you think of more than one possible solution.

### Fine tune your imagination.

When you start playing Anticipation, you might think it's pretty easy. But wait! There's an amazing variety of categories and puzzles in this game. And as you get further along, first the dots get fewer and fewer...then the letter dashes disappear...then you find yourself starting with a totally blank screen. At that point all you have to help you are your wits and your imagination. And, of course, your natural sense of Anticipation!

# RAMPAGE™

Who would've thought an overgrown monkey and a king-size chameleon could be so popular? But George the Ape and Lizzie the Lizard were top hits in the arcade, and they're set to repeat in the world of Nintendo.

Then again, how often do you get a chance to smash and trash your way through 128 cities? Obviously this game appeals to the mutant in all of us.

### 2-player mayhem makes it better.

One of the big attractions in this game is being able to play with a friend.

The twist is that, while you can both go after the good stuff in the buildings at the same time, if one of you turns back into a human before the other (maybe because you got hit once too often), the remaining mutant can catch and eat the

human. (Which just goes to show, never trust a 20-foot mutant.)

### Keep an eye on the sky (and everything else).

You've got a number of main enemies to watch out for in this monster madness: soldiers, helicopters, tanks and police cars.



Smash your way right across North America



Never trust a 20-foot mutant



Watch out for everything, including clouds

Soldiers come with bombs, grenades, guns or parachutes. Catch a soldier and (urp) eat him and you'll get extra power. (But if he's got a bomb, wait till he puts it down or you're sure to get heartburn.) The vehicles will all be shooting at you. Smash them and you'll get big points.

Also watch out for thunder clouds — their lightning can really mess things up. And be sure you get photographers before their flash goes off. (Get the picture?)

## Give yourself the NES Advantage!®

There are two ways to get ahead fast in Nintendo: spend 12 hours a day practising in front of the TV or get the NES Advantage!

The Advantage means arcade action whenever you want it. The **full-size joystick** gives you more control than ever, great for winning at R.C. Pro-Am. Use **slow motion** to plot your strategy and get Samus through the perils of Metroid. Get Link out of tight spots with **turbo rapid fire**. (You can even adjust the turbo speed to suit your playing style.) Use **turbo jumping power** to help Mario skip the quicksands of Subcon.

And with its **heavy metal base**, you can set the Advantage down anywhere and have both hands free for action. Check out the NES Advantage for yourself — and get the power you really want!



Use Slo-mo to get Samus through Zebs



Turn Link into a turbo warrior



# GET THE POWER TO MOVE

with the  
**ACCLAIM REMOTE!**

Acclaim's Wireless Remote Controller gives you the power to really get into the action of your favorite Nintendo® games. With no wires to tie you down, you can roll and tumble through your greatest adventures. It's accurate from up to 30 feet away and features a Rapid-Fire mode that gives you a shot at super high scores. It even looks and feels like the Nintendo® controller you already know. And the Acclaim Remote carries the Nintendo® Quality Assurance Seal. Now nothing gets between you and the action!



**Acclaim™**  
entertainment, inc.  
Masters of the Game™



Acclaim,™ Masters of the Game™ and Wireless-Infrared Remote Controller™ are trademarks of Acclaim Entertainment, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

Distributed by **BEAMSCOPE**



# PRO'S CORNER

## SUPER MARIO BROS. 2™



### Shortcut short takes!

**Level 4-3:** After riding Birdo's egg across the water, do not go in the first door. Instead, "B-run" past it (so you go super fast), and when you get to the edge of the platform, jump.

You'll find yourself in front of another door. Run past it to the second door, go inside, pick up the crystal ball, go through the mouth of the mask, and you'll be in instant combat with Fryguy.



Don't stop now—B-run to the second door

Don't stop now—B-run to the second door

**Level 6-3:** Right at the beginning of Level 6-3 there's a wall to the left. Below this wall is quicksand. Let Mario (or one of the other characters) sink into the quicksand until buried up to the nose. Keep the controller pushed to the left and push the A button continuously so that Mario keeps jumping. (If you stop pushing the A button, Mario will die.) It takes a little practice, but this trick lets you skip the entire world, which means you



There's quicksand below this wall...can you find the secret way through it?

bypass a bunch of Bomb-ombs without missing out on anything important.

### Winning at the slot machine.

There are no real tips for the "slot machine" at the end of each round. You have to develop your eye so you know when to stop the "counters" and get as many free men as possible.

However, once you've acquired some gambling skill, there is a way to boost your coin count. When you have a few extra men, pick up some magic potion and throw it down where there are vegetables and where you can destroy yourself (near a cliff or waterfall). While you are in the shadow world, pull up the coins quickly, then destroy yourself before the shadow ends. When you start back, the potion will be there again. Repeat this until you are low on men. You should get lots of coins for the next time you play the slot machine.



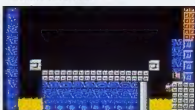
## Metroid

### Find the hidden energy tanks.

Scattered throughout the Planet Zebes there are six energy tanks which are visible to the naked eye, plus two which are hidden. Look for the first hidden tank on the ceiling at the 3rd screen to the right of where the game starts. After you have uncovered the tank, use your ice beam to freeze a zoomer or skree, then jump on it to get to the tank. Look for the second hidden energy tank in Kraid's lair, in Brinstar.



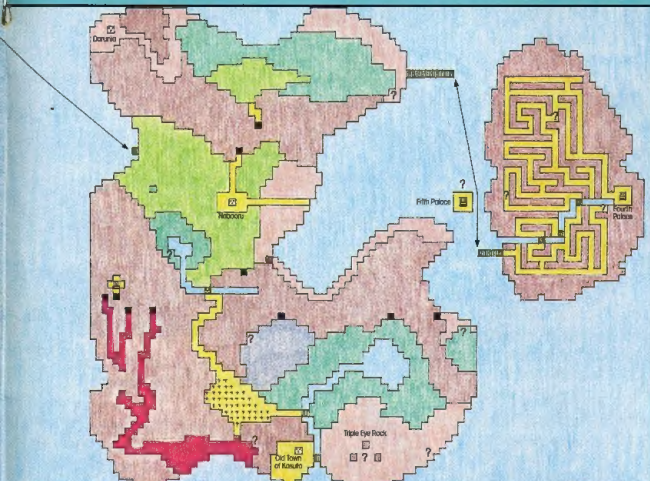
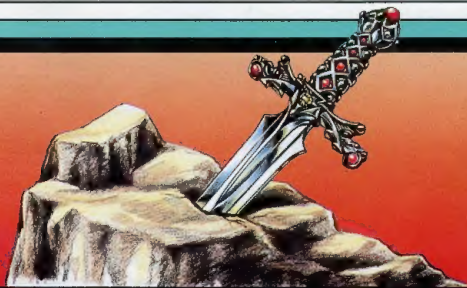
You'll find the second hidden energy tank in Kraid's lair



Use your bomb power to reach the tank



# ZELDA II The Adventure of LINK®



## The Land of Hyrule

### ITEMS TO WATCH FOR

- Magic containers
- Heart containers
- Magic refills
- Special items

Thanks to Tommy Grant of Matane, Quebec for his great map of the Land of Hyrule.

## RETROVIDEO EXCITEBIKE

The rough and tumble world of motocross bike racing comes to life in the Nintendo classic Excitebike.

Pop Excitebike into your NES and select from 5 different tracks specially designed by Nintendo. Ride alone or race against other motocross riders. You'll face crazy curves, hairpin turns and daredevil jumps as you speed toward the checkered flag and the Excitebike championship.

But that's not all. When you're ready for a real challenge, Excitebike lets you create your own race course. It's like having a whole new game every time you play.

Check out Excitebike. It'll take you for the ride of your life!



## Kung Fu™

The fair Sylvia has been captured by the evil gang leader, Mr. X. He has her tied up on the top floor of his "castle". To get to her, you have to go through Mr. X. But first you have to kick, jump and punch your way past his army of henchmen and his arsenal of tricks.



You'll come face to face with the slow but very strong Giant, the deadly Black Magician and the evil Tom Tom Brothers. And watch out for dragons, snakes and poisonous moths.

Kung Fu is flying fists and feet galore. Classic action for your Nintendo Entertainment System!

## SNEAK PEEKS

## SESAME STREET® A-B-C/1-2-3

**E**rnies, Grover, Big Bird and Cookie Monster – the Sesame Street gang is joining forces with your Nintendo Entertainment System to revolutionize pre-school education.

Introducing **Sesame Street 1,2,3** and **Sesame Street A,B,C**, two games guaranteed to entertain (and educate) pre-schoolers between the ages of 3 and 6. They give youngsters a chance to play with their favourite Sesame Street characters while developing their sense of curiosity and love of learning.

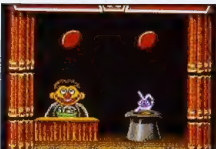
So come along for a lesson in wide-eyed wonder as we take a Sneak Peek at Sesame Street for the NES.

## Sesame Street 1,2,3

Look up in the stars! It's **Astro-Grover**, here to help children count, add and subtract the Zips from the planet Zap. With five levels of play, from "How many Zips?" to "Sum Up, Sum Down", Astro-Grover takes young minds where no number has gone before.



Astro-Grover and his friend the moon help children count in "How many Zips?"



Ernie's rabbit tells kids when they match the shapes and colour correctly.



Get the answers right and watch the town come to life in front of you.

And who's that with the magic wand? Why, it's Ernie the magician. **Ernie's Magic Shapes** takes kids through six levels of colour, shape and pattern recognition. There's even a magical rabbit to help kids find the right answer. It's sure to put a spell on the whole family.

## Sesame Street A,B,C

Step right up to the whirling ferris wheel. The **Letter-Go-Round** is here to help children practice letter recognition and simple spelling. Big Bird, Cookie Monster and Grover lead the way through a carnival of fun and learning.

And to help young minds take that first step into the world of planning and problem-solving, **Ernie's Big Splash** poses the dilemma, "How can Ernie find his Rubber Duckie?". You'll watch with baited breath as your little ones help Ernie build the pathway he needs.

Sesame Street games are a great lesson in how to get even more from your Nintendo Entertainment System. Now if we could only get Guy to stop muttering "Rubber Duckie, Rubber Duckie, Rubber Duckie..."



## COBRA TRIANGLE

**W**hen you're steering the fastest of the fast boats, they call it Cobra Class.

When your boat has been specially modified to take on any and all opposition, they call it Cobra Triangle! This is where you push your skill and reflexes to the very limit on every level.

Cobra Triangle may start out looking like just another boat race, but by the time you're finished, you'll be tangling with all kinds of hazards – from waterfalls to whirlpools, sharks to space ships, sea mines to sea monsters!

In simple terms, Cobra Triangle is a race – but a race unlike any you've ever seen before. You have to battle other boats for the win. Along the way you pick up Pods and zoom over ramps to pick up Power-Up Items and Surprises. There are helpless swimmers looking for your protection from kidnappers and sitting targets you can shoot for bonus points and weapons.

Cobra Triangle is 25 stages of high speed, river running action that's sure to get your engines revving and your pulse racing. If you enjoy the high speed action of R.C. Pro-Am and Rad Racer and the rescue mission dramatics of Cobra Command, you're going to love Cobra Triangle.



Get extra points when you spin out at the finish line.



Protect the swimmers from villains.



Take on scary sea monsters for big points.



# HAL America Brings You 2 Hot New Games!



## AIR FORTRESS™

A Great Adventure Game:

Stand by for launch. Your mission is to save the planet Farmel from the evil Air Fortress. And you're in for a hot time. You have to fly between defense structures, fight off defense forces, pick up bombs and energy cells to help you—and that's before you go in! Can you knock out the central nuclear power source of each complex before you run out of energy? Great! But the game's not over yet. Get ready as the fortress generates its second set of eight, tougher defense complexes. You'll use all your skill before you save the planet Farmel in *Air Fortress* from HAL America.



ADVENTURES OF



LOLO™ Challenge Your Wits With LOLO:

The excitement sizzles with this one. Can you help LOLO save the princess LALA from the Great Devil? You must guide LOLO through a series of 50 different mazes filled with evil spirits. Each maze offers an ingenious triple challenge. Dodge the evil guardians, move the maze objects in correct sequence, and solve the lethal puzzle by collecting the power objects. A game the whole family can enjoy, LOLO, from HAL America, is designed to improve your thinking skills.



HAL AMERICA INC.

*The Funatic Specialists™*

Licensed by Nintendo for play on the



Distributed by BEAMSCOPE®



7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 Fax 503/641-5119

HAL is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are Trademarks of Nintendo of America Inc.

1989 HAL AMERICA INC.

# Member's Forum

## ZELDA II — THE ADVENTURE OF LINK

by **Andrew Comello,**  
Weston, Ont.

To find the powerful knight in the town of Darunia, ask the doors of each house by pressing B at each door. You should find a door that will say "There's someone behind the door". Count three rooftops to the left of that house. Use your Jump magic and jump on that third roof. Jump across the rooftops until you reach the house where you heard the door talk. Jump on top of the chimney and press down. You will drop and find yourself in the house. Go right and into the basement to find the knight.

by **Charles Earl,** St. Thomas, Ont.

In the game *Zelda II — The Adventure of Link*, it's very difficult to get Thunder and Spell magics, but I know how! When you have 7 Magic containers, go to the HIDDEN town of Kasuta. An old lady there will give you the last Magic container in her house. Go in to the second open door. An old magician will teach you the Spell magic. Now go to the very edge of town where you'll find a high wall. Use your new Spell magic. A building will appear out of nowhere. Go in and you'll find the Magical Key.

After getting these three items, go to the "dead" town of Kasuta. Go into the first house. A magician will teach you Thunder magic.

## SUPER MARIO BROS.

by **Benjamin Nagy**

Some beginning tips for *Super Mario Bros.* On level 1-1, just between the half way mark and the 4th flowerpot, is an invisible 1 Up Mushroom. And, if you're a real pro, you could probably go back on the flowerpot and press the down button. The next thing you know is that you are in a secret room with tons and tons of coins! And when you leave, it's even a shortcut! Good luck.

## SUPER MARIO BROS.

by **Eric Emard and Kevin Lacoste,**  
Vancouver, B.C.

Dear Nintendo,

We have a neat trick for all you *Super Mario Bros.* fans!

Mario (or Luigi), of course, starts off small, and with a Magic Mushroom he turns to *Super Mario*, and then a flower turns *Super Mario* into *Fiery Super Mario*, right? But we found a way to have Mario (or Luigi) shoot fireballs when he is small!

What you have to do is make it to the end of a world (e.g. 1-4, 2-4, 3-4, etc.). Now proceed to the end of the level and reach the dragon still as *Super Mario* or *Fiery Super Mario*. Now, don't kill the dragon, but jump over him and go to the end of the platform. Now the dragon will turn around and try to get you. You have to wait till he is a millimeter away from you (not exactly a millimeter, but close) then jump, and you have to land on the dragon's head and the axe at exactly the same time. Then Mario will flash but stay big. On the next level, Mario still big, will get a mushroom and turn small and then get a flower and he will shoot fireballs but still be small.

## RAD RACER

by **Brian J. Carpenter and Cory J. Cudmore,** Brantford, Ontario

In the Winter 1989 Edition of the *Nintendo Power Flash*, Joshua Stimpson told of a way to choose the level that you wanted to race on in *Rad Racer*. Experimenting a little with this, we discovered that you can go through the tachometer 8 times, then press the upper right button quadrant of the control pad and the start button at the same time and see what happens. A word of caution to the driver, DON'T LEAVE YOUR KEYS IN THE IGNITION!!!!

## THE LEGEND OF ZELDA

by **Anonymous**

In the second quest of (*The Legend of Zelda*), Level 3, the map is shaped like an "L", with two little pieces far away from the map. The way to get the triforce is to go up one board in Level 3, then go right, kill all the dinosaurs (Dodongos) in the board and get the heart container and go down. Kill all the Hands and get the compass. When you get the compass, push a block, go down the staircase and when you get out go up and get your triforce.

## A NINTENDO SONATA

(sung to the tune of "On top of Old Smokey") by **Ryan Gregory, Orillia, Ont.**

He captured poor Zelda,  
He took her away,  
So I became a true hero,  
When I beat him that day.

I chopped him with pleasure,  
I chopped him with pride,  
I couldn't have missed him,  
He was forty feet wide.

All of his henchmen,  
Just broke down and cried,  
Because their fat leader,  
Had recently died.

But he could come back now,  
In *Zelda Part II*,  
You are the hero,  
It's all up to you

## THE BULLETIN BOARD

*The Nintendo Hotline (game tips)*  
— open Monday to Friday,  
8 a.m. to 8 p.m. Eastern Time;  
Saturday, 10 a.m. to 6 p.m. — call  
(416) 253-PLAY (long distance  
charges apply).  
For equipment problems — call  
collect (416) 252-GAME.

*If you have any game tips or  
tricks to share, send them to:*  
*Member's Forum*  
*Nintendo Power Club*  
*P.O. Box 902, Station W*  
*Toronto, Ontario M6J 5R5.*  
*We're waiting to hear from you!*



## ICE HOCKEY CHAMPIONS

The playoffs have begun, and at the time we went to press with this issue, the following Power Club members were our Ice Hockey stars.

Despite what we said last issue about the scoring spread, it seems you people are even better than we expected – and you have the photographs to prove it. As Michael Stone puts it, "My dad, 16 year old brother and the neighbours won't play me any more because I always beat them. That's why I have to play the computer".

Here, then, are our 8 top scorers, plus the only shutout score we've received so far.

PLAYER	SCORE	SPREAD
<b>Daniel Bibeau</b> Sorel, Que.	99 to 2	97 goals
<b>Thanh Pham</b> Calgary, Alta.	99 to 4	95 goals
<b>Michael Stone</b> Fisherville, Ont.	99 to 9	90 goals
<b>Bruno Menard</b> St. Laurent, Que.	84 to 3	81 goals
<b>Andre French</b> Toronto, Ont.	90 to 12	78 goals
<b>Josh Winter</b> Ottawa, Ont.	80 to 7	73 goals
<b>Donovan Hymman</b> Calgary, Alta.	58 to 11	47 goals
<b>Steven Rescan</b> Oakville, Ont.	46 to 0	SHUTOUT

## NINTENDO MOTORSPORTS

Get ready for the green flag to drop. Summer's here and the time is right for racing on the screen. The video screen. Yep, put on your racing gloves and show us what you can do at the wheel of a Rad Racer® or R.C. Pro-Am®. Pick your wheels and rack up the laps. Go as far as you can and photograph the results. Give it your

best shot, then send it to us. All materials must be received by July 7, 1989 to be included in our next issue. You could be the next one to top the Nintendo charts. (Remember, for best results when photographing a screen, turn off the room lights and photograph without using a flash.)

## A word to the wise...

Just a reminder Nintendo fans, Nintendo is a registered trademark belonging to Nintendo.

That means that you are not allowed to use the word Nintendo, the names of Nintendo games or any characters associated with Nintendo video games in any kind of commercial activity, business, charity,

fund-raising event, or other things of that nature.

In other words, while it's O.K. to use the word Nintendo when it's just for fun (like when you're putting together a local chapter of the Power Club), it's an absolute no-no to use it in connection with anything that's geared to making money, or selling something. Clear enough? Great.

## NUTS FOR NINTENDO

So you think you know all there is to know about Nintendo games. Well, try your hand at these trivia teasers (answers below)...

### First quest

1. How many underground levels are there in The Legend of Zelda, first quest?
2. How many worlds are there in Super Mario Bros.?
3. How many worlds in Super Mario Bros. 2?

4. How many palaces are there in Zelda II – The Adventure of Link?

### Second quest

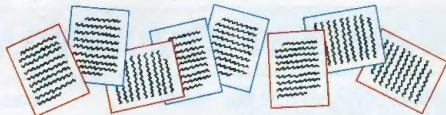
5. Name the three main enemies in Metroid.
6. How many levels are there in total in Super Mario Bros.?
7. Besides Mario, who is the first character you see in Super Mario Bros.?
8. What is the name of the swamp devil in The Legend of Zelda?

### Champions

9. Where is Mike Tyson from?
10. At what stage in Rad Racer does the Porsche appear?
11. How many fighters are there in Mike Tyson's Punch-Out!!?
12. Who says "Bedtime for Little Mac" in Punch-Out!!?

11 15 12 M. Sondrahn  
7 Little Goomba 8 Zoid 9 Colossal Play The Mother Brain 10 Course seven  
1 9 2 8 3 7 4 7 5 Kraid 6 Play The Mother Brain 8 32

# MAIL BAG



Dear Nintendo,

In school I was doing very bad. It was near the end of the year and I was about to fail if I failed another test. I asked my dad if he would buy me a Nintendo, but he said no. I begged him all week, and he finally made me a deal. He said if I worked really hard in school and I pass he would buy me a Nintendo. Well every night I was up studying instead of watching TV because I wanted a Nintendo so bad. I worked hard until the end of the year. Finally the report cards came out. I could hardly believe it. I passed!

The school was amazed, everyone congratulated me. I got home and showed my dad, he almost flipped. But he kept his promise and bought me a Nintendo. I have learned a lesson from all this. Instead of being lazy, I work hard at everything I do. In fact, thanks to the Nintendo I am practically a straight A student. Thanks again.

Chris Gaudet, Kelowna, B.C.

**We've always believed that the NES is an educational toy. Just look at what it does for your hand to eye coordination. And then there are other "lessons" it can teach you, as you'll find out in this next letter...**

Dear Nintendo,

I want to thank you for your excellent and addictive games. Two weeks ago that addiction prevented a possible house fire! I woke up at 1:00 a.m. and couldn't get back to sleep, so I crept downstairs to try my luck at Rod Racer. As I turned on my NES, I noticed a burning smell coming from the kitchen. I ran in and saw that someone had left the burner on the stove turned on all night. I quickly turned it off. If I hadn't had that urge to play on my NES, a deadly fire could have started. After that I got up to the last track in Rod Racer without continuing. Thanks again!

Patrick Winter, Toronto, Ontario

**Wow! I've heard of burning the midnight oil, but that's just a little too close for comfort. However, there are two good things to come out of your story Patrick—first of all, you managed to fix the situation before it became a major disaster, and secondly, now midnight video gamers everywhere have a really good excuse for playing all night long. Thanks for the letter.**

Dear Nintendo,

I have started my own Power Club. It's going great. I started in February and already have 10 people.

I named it the "Nintendo Trailers"! Me and my friends get together every Friday after school. First they come to my house, next week we go to another's house. We hang up posters in school and in our neighbourhood. We get about 4 people every month. If it wasn't for you Nintendo I wouldn't have my own Power Club. THANKS!

Amar Sheth, Toronto, Ontario

**If there was a prize for starting the first local chapter of the Power Club, Amar, you would win it. Once we have a few more letters like yours we can start printing some local chapter names. Keep us posted on what your club gets up to.**

Dear Guy Martin,

Just before Christmas 1988, we purchased our Nintendo Entertainment System. My wife and I had a week earlier purchased "another brand" which we were very disappointed with and immediately returned. Not knowing a great deal about video games or systems for the television, we reluctantly purchased the Nintendo Entertainment System, making sure we could return it and get our money refunded if we were not satisfied.

Much to our delight and surprise we couldn't believe the full screen, colour and graphics of this system. We are both adults, in our forties, and are not easily impressed, but we have nothing but praise for Nintendo.

Yvonne & Ed Ingram, Virginiatown, Ontario

**That's the great thing about the NES—there are no age limitations whatsoever. Welcome to the forever-young Nintendo Universe folks, and happy gaming.**

Dear Nintendo,

I just love my Nintendo! My most favourite game is THE LEGEND OF ZELDA. I can't wait to get the new game RAMPAGE. I have had my Nintendo since Christmas and I have loved it every moment since. I have a friend who has the other brand and even he likes Nintendo better. It just goes to show that even other brand users like Nintendo better. Chow for now and hope to see a lot of great new games (even though I know I will).

Josh Leggett, Belleville, Ontario

**Aw shucks. We always get kinda mushy when we hear so many wonderful words of praise. Goes right to our heads. Good to know even the "other brand" buyers are seeing the light of day. Write on, Josh.**

Dear Guy Martin,

Nintendo is the best way possible for some RADICAL action at home! First there was the discovery of fire, then the invention of the wheel. But let's face it, Nintendo beats these discoveries by far! My best friend Brent and I eat, sleep and breath Nintendo. One last thing, the two-player games are really AWESOME.

Mike Messenger, North Bay, Ontario

**Careful Mike—it's O.K. to eat and sleep Nintendo, but you have to be careful about breathing it. Try mixing in just a little air once in a while. But seriously, if you like two-player games, check out this issue's Rampage review (you too, Josh) and if you want to try a four-player game, take a closer look at Anticipation.**

**And that about does it for yet another Mail Bag. Keep those cards and letters coming. Tell us about your tips, your local Power Club and don't forget to write in with your questions about getting through games. As always, the address is: Mail Bag, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5. Don't forget to include your name and address so we'll know who we're talking to. Adios!**

## THE LAST WORD

**W**ell, actually, it's not really the last word, since we still have one more important topic to talk to you about on the back cover. But this is the wrap-up of another issue. Hope you've enjoyed reading it as much as we enjoyed putting it together. Till next time, keep on keeping on and always do it with Nintendo.





## TURN YOUR HOUSE INTO A SEWER.

ULTRAGAMES™ has lifted the lid on the hottest rock 'em, sock 'em video game ever to grace the sewers, as the Teenage Mutant Ninja Turtles® track New York's nastiest to the front door of your Nintendo®.

With these dynamic dudes at your disposal, rampage from the Bronx to Broadway, slashing and smashing carnivorous robots with Katana Blades and Nunchukus. Then go cruisin' for a bruisin' in a pizza powered party wagon loaded with Anti-Foot Clan Missiles, until you capture Shredders™ Life Support Gun and turn your rat friend Splinter™ back into the man he used to be.

So team up with the Teenage Mutant Ninja Turtles®, and prepare to shell out some punishment.

**ULTRA™**  
GAMES

Distributed by BEAMSCOPE+



ULTRAGAMES™ is a trademark of ULTRA Software Corporation.  
Teenage Mutant Ninja Turtles® is a registered trademark of Mirage Studios.  
© 1989 Mirage Studios, USA. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.  
© 1989 ULTRA Software Corporation, 240 Century Street, Wood Dale, IL 60191.  
112 750 1258.



# Are you ready for The Nintendo Challenge™?

Here it comes...a Nintendo fan's dream come true...The Nintendo Challenge!

The Nintendo Challenge is a 40-foot moving games room, customized inside and out for maximum excitement, brought to you from coast to coast by the folks at Mattel Canada, Pepsi, and Hostess/Frito Lay.

Some time this summer The Nintendo Challenge could be setting up at a shopping mall, Nintendo

retailer or special event near you. When it does, you're invited to drop in and play Super Mario Bros. for fun and prizes. It'll be your chance to show how hot a player you are and maybe even win a trip to The Nintendo Challenge all-Canada championships.

If you only make it to one event this summer, make it The Nintendo

Challenge. Show us your power, take care of your munchies and find out if you've got what it takes when Mattel, Pepsi, and Hostess/Frito Lay get together to bring you The Nintendo Challenge.

Listen to your favourite radio station, watch MuchMusic or check with your Nintendo dealer for details on where and when The Nintendo Challenge will be in your area.

It's going to be cosmic!

## Watch for The Nintendo Challenge in the following cities across Canada:

DATE	LOCATION	DATE	LOCATION	DATE	LOCATION	DATE	LOCATION	DATE	LOCATION
June 19-25	Toronto	Friday, July 7	Quebec City	Thursday, July 27	Toronto	Tuesday, August 8	Regina	Monday, August 21	Regina
Monday, June 26	Toronto	Monday, July 10	Quebec City	Friday, July 28	Toronto	Wednesday, August 9	Regina	Thursday, August 24	Regina
Tuesday, June 27	Toronto	Tuesday, July 11	Toto Riviere	Saturday, July 29	Hamilton	Thursday, August 10	Calgary	Friday, August 25	Windsor
Wednesday, June 28	Toronto	Wednesday, July 12	Shawbrooke	Monday, July 30	travel	Friday, August 11	Edmonton	Saturday, August 26	London
Thursday, June 29	Halifax	July 13-18	Montreal	Monday, July 31	Sault Saint Marie	Sunday, August 13	Edmonton	Sunday, August 27	travel
Friday, June 30	Dartmouth	Wednesday, July 19	Fredericton	Tuesday, August 1	Thunder Bay	Monday, August 14	Kelowna	Monday, August 28	Cambridge
Saturday, July 1	Fredericton	Friday, July 21	Corwell	Wednesday, August 2	travel	Tuesday, August 15	Kamloops	Tuesday, August 29	Oakville
Monday, July 3	Moncton	Saturday, July 22	Kingston	Thursday, August 3	Winnipeg	Wednesday, August 16	Vancouver	Wednesday, August 30	Concordia National Exhibition
Tuesday, July 4	Saint John	Sunday, July 24	Chicoutimi	Saturday, August 5	travel	Thursday, August 17		Monday, September 4	
Wednesday, July 5	Chicoutimi	Tuesday, July 25	Oshawa	Sunday, August 6	Saskatoon	Sunday, August 20			
Thursday, July 6				Monday, August 7					

Dates subject to change

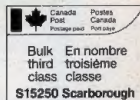




Figure 1. The effect of the concentration of the solution on the adsorption of the dye. The concentration of the solution was 0.01, 0.02, 0.03, 0.04, 0.05, 0.06, 0.07, 0.08, 0.09, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0, 1.5, 2.0, 3.0, 4.0, 5.0, 6.0, 7.0, 8.0, 9.0, 10.0, 15.0, 20.0, 30.0, 40.0, 50.0, 60.0, 70.0, 80.0, 90.0, 100.0, 150.0, 200.0, 300.0, 400.0, 500.0, 600.0, 700.0, 800.0, 900.0, 1000.0, 1500.0, 2000.0, 3000.0, 4000.0, 5000.0, 6000.0, 7000.0, 8000.0, 9000.0, 10000.0, 15000.0, 20000.0, 30000.0, 40000.0, 50000.0, 60000.0, 70000.0, 80000.0, 90000.0, 100000.0, 150000.0, 200000.0, 300000.0, 400000.0, 500000.0, 600000.0, 700000.0, 800000.0, 900000.0, 1000000.0, 1500000.0, 2000000.0, 3000000.0, 4000000.0, 5000000.0, 6000000.0, 7000000.0, 8000000.0, 9000000.0, 10000000.0, 15000000.0, 20000000.0, 30000000.0, 40000000.0, 50000000.0, 60000000.0, 70000000.0, 80000000.0, 90000000.0, 100000000.0, 150000000.0, 200000000.0, 300000000.0, 400000000.0, 500000000.0, 600000000.0, 700000000.0, 800000000.0, 900000000.0, 1000000000.0, 1500000000.0, 2000000000.0, 3000000000.0, 4000000000.0, 5000000000.0, 6000000000.0, 7000000000.0, 8000000000.0, 9000000000.0, 10000000000.0, 15000000000.0, 20000000000.0, 30000000000.0, 40000000000.0, 50000000000.0, 60000000000.0, 70000000000.0, 80000000000.0, 90000000000.0, 100000000000.0, 150000000000.0, 200000000000.0, 300000000000.0, 400000000000.0, 500000000000.0, 600000000000.0, 700000000000.0, 800000000000.0, 900000000000.0, 1000000000000.0, 1500000000000.0, 2000000000000.0, 3000000000000.0, 4000000000000.0, 5000000000000.0, 6000000000000.0, 7000000000000.0, 8000000000000.0, 9000000000000.0, 10000000000000.0, 15000000000000.0, 20000000000000.0, 30000000000000.0, 40000000000000.0, 50000000000000.0, 60000000000000.0, 70000000000000.0, 80000000000000.0, 90000000000000.0, 100000000000000.0, 150000000000000.0, 200000000000000.0, 300000000000000.0, 400000000000000.0, 500000000000000.0, 600000000000000.0, 700000000000000.0, 800000000000000.0, 900000000000000.0, 1000000000000000.0, 1500000000000000.0, 2000000000000000.0, 3000000000000000.0, 4000000000000000.0, 5000000000000000.0, 6000000000000000.0, 7000000000000000.0, 8000000000000000.0, 9000000000000000.0, 10000000000000000.0, 15000000000000000.0, 20000000000000000.0, 30000000000000000.0, 40000000000000000.0, 50000000000000000.0, 60000000000000000.0, 70000000000000000.0, 80000000000000000.0, 90000000000000000.0, 100000000000000000.0, 150000000000000000.0, 200000000000000000.0, 300000000000000000.0, 400000000000000000.0, 500000000000000000.0, 600000000000000000.0, 700000000000000000.0, 800000000000000000.0, 900000000000000000.0, 1000000000000000000.0, 1500000000000000000.0, 2000000000000000000.0, 3000000000000000000.0, 4000000000000000000.0, 5000000000000000000.0, 6000000000000000000.0, 7000000000000000000.0, 8000000000000000000.0, 9000000000000000000.0, 10000000000000000000.0, 15000000000000000000.0, 20000000000000000000.0, 30000000000000000000.0, 40000000000000000000.0, 50000000000000000000.0, 60000000000000000000.0, 70000000000000000000.0, 80000000000000000000.0, 90000000000000000000.0, 100000000000000000000.0, 150000000000000000000.0, 200000000000000000000.0, 300000000000000000000.0, 400000000000000000000.0, 500000000000000000000.0, 600000000000000000000.0, 700000000000000000000.0, 800000000000000000000.0, 900000000000000000000.0, 1000000000000000000000.0, 1500000000000000000000.0, 2000000000000000000000.0, 3000000000000000000000.0, 4000000000000000000000.0, 5000000000000000000000.0, 6000000000000000000000.0, 7000000000000000000000.0, 8000000000000000000000.0, 9000000000000000000000.0, 10000000000000000000000.0, 15000000000000000000000.0, 20000000000000000000000.0, 30000000000000000000000.0, 40000000000000000000000.0, 50000000000000000000000.0, 60000000000000000000000.0, 70000000000000000000000.0, 80000000000000000000000.0, 90000000000000000000000.0, 100000000000000000000000.0, 150000000000000000000000.0, 200000000000000000000000.0, 300000000000000000000000.0, 400000000000000000000000.0, 500000000000000000000000.0, 600000000000000000000000.0, 700000000000000000000000.0, 800000000000000000000000.0, 900000000000000000000000.0, 10000000

